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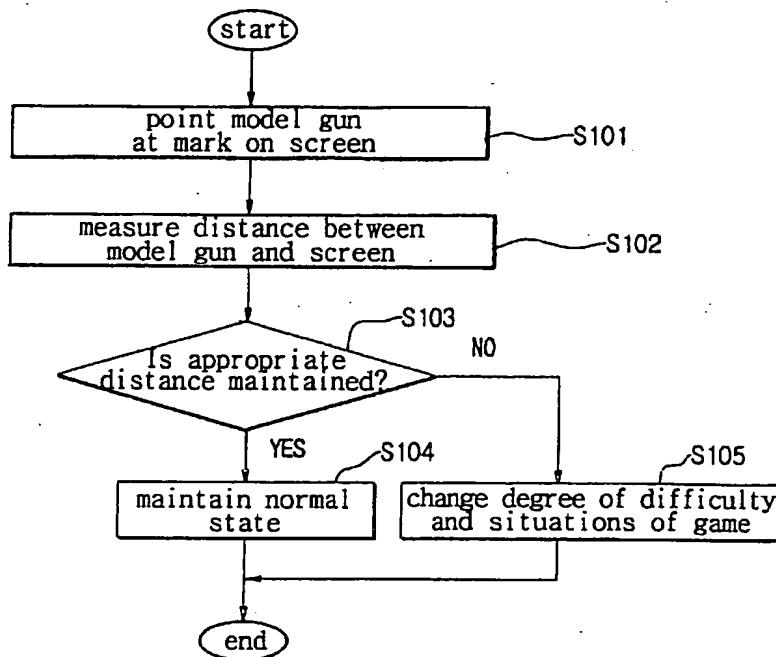(75) Inventors/Applicants (for US only): KIM, Yong-Hwan

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(54) Title: SHOOTING GAME MACHINE AND METHOD FOR PERFORMING IT

(57) Abstract: The present invention discloses an infrared detection type shooting game machine and method, which changes the degree of difficulty and environment of a game depending upon a distance measured using a plurality of references arranged at irregular intervals, thus providing realistic and interesting games. The shooting game method includes (a) displaying images, including a mark, by a display means and displaying a plurality of references that are bases for detection of coordinates; (b) detecting a partial image of a certain region of a point indicated through an indication means manipulated by a player; (c) receiving the detected partial image, detecting coordinates of the references, and setting coordinates of the references to the detected coordinates of the references; (d) detecting indicated coordinates of the point indicated by the player based upon the coordinates of the references; (e) measuring a distance D between the display means and the indication means based upon previously stored intervals between the plurality of references and distances between the coordinates of the references; and (f) setting reference distances D_0 to some of distances D between the display means and the indication means falling within a certain range, and changing a degree of difficulty and situations of the game depending upon whether the reference distances are fulfilled.